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    Wendy Ju, Leonardo Bonanni, Richard Fletcher, Rebecca Hurwitz, Tilke Judd, Rehmi Post, Matthew
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    June 2002   DIS '02: Proceedings of the 4th conference on Designing interactive systems: processe
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      In this paper we distinguish between two spatially oriented system design paradigms: weak and
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      supporting co-operation and knowledge creation within ...

      Keywords: augmented reality, creative design, knowledge management systems, spatial arran

3   Design: design for what? six dimensions of activity (part 1 of 2)
    Austin Henderson
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